

BOOK OF GAMES



WIN A MICROVITEC MONITOR

Contents

JULY 1984

Cover illustration
by Gary Wing

Yes, it's back! Due to popular demand, we bring you the **Computer & Video Gamea Book of Games III!** They said it couldn't be done—but we've come up with another amazing collection of space shoot-outs, adventurea and arcade action for you to enjoy.

All this and we've got prizes too! Just turn to the back page of this Book of Games and you'll find out how to win a Microvitec colour monitor in our easy to enter competition.

And remember, if you have any problems with the listings in this Book of Games, don't hesitate to call the Bug Hunter. All the games are tried and tested by our team of reviewers so we reckon they are Bug free.

But Screaming Foul-Up may have sneaked some in when we were looking the other way—so the Bug Hunter will be waiting to help you out. Check out the C&VG contents page for the Bugphone number!

We hope you enjoy this Book of Games as much as the others we've sent your way. But for now—play on!

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BATTLE TANKS

RUNS ON DRAGON 32 WITH ONE joystick

BY OREW MAXSHALL

```
10 POKERHFFD7.8
120 POLERRA:CLERR558:CL58:PRODE4:POL52
120 GOSUB1408 "VRR1ABLES"
120 GOSUB1408 "INTRO E.T.C."
140 PRINT1408 "PLEASE WAIT..."
150 PRINT1408 "GRAPHICS"
160 GOSUB1888 FOR1=1TO1000:NEXT:POL
170 CLS:SCREEN=0 FOR1=1TO1000:NEXT:POL
180 " TIME GIVEN IS 60 SECS
190 "
200 TIMER=0
210 "
220 "MAIN LOOP
230 SCREEN=1 "PRINT TANKS
240 GOSUB308 "READ KEYS"
250 GOSUB308 "THEND3"
260 IF TIME<3000 THENG3
270 CLS:"PRINT" BORY:"TIME UP!!"
280 PRINT"1 WILL JUDICATE MATTERS..."
290 PRINT"PLAYER "RND(2)" WINS..."
300 PRINT"AND THE OTHER PLAYER HAS BEEN
310 PRINT"PRINT
320 GOTO1048
330 STOP
340 DRAW"BM"+STR$(K1)+", "+STR$(Y1)+":(C1,KR$(C1))"
350 DRAW"BM"+STR$(K2)+", "+STR$(Y2)+":(C2,KR$(C2))"
360 DRAW"BM"+STR$(Y1)+":(K1,KR$(Y1))"+STR$(Y2)+":(K2,KR$(Y2))"
370 RETURN
380 R1=K1:PEEK(341)=223:-(PEEK(335)=233)
390 R2=K2:PEEK(345)=247:-(PEEK(338)=238)
400 IF R1=1:GOTO2:R2=1:IFD1=0:THEND1=0
410 IF D1=0:THEND1=1
420 IF D2=0:THEND2=0
430 IF D2=0:THEND2=1
440 IF R1<0:THENDRAW"BM"+STR$(K3)+", "+STR$(Y3)+":(C3,KR$(C3))"
450 IF R2<0:THENDRAW"BM"+STR$(K4)+", "+STR$(Y4)+":(C4,KR$(C4))"
460 IF R2<0:THENDRAW"BM"+STR$(K4)+", "+STR$(Y4)+":(C4,KR$(C4))"
```

EXECUTED!!!!

An enemy tank division is approaching. As the last surviving commander of your battalion, it's up to you to stop the enemy's unceasing invasion of your country's territory. You control a Chieftain tank aimed at the enemy forces. They approach your tank from all directions — at best you have 60 seconds to home in on the target and shoot before your tank is hit by a guided missile. Undeterred by the overwhelming odds, you radio for help and set out with your tank to wreak as much havoc on the enemy as you can. Good luck! And remember to think of England.

BATTLE TANKS

[illegible][illegible]

BUG OUT

Ever had the feeling you're falling? Well, this time you have fallen into the lower levels of your own computer! Seems like a lot of your friends are down here too! Rescue enough of them to help you open the door to the next level, but watch out for those mean old Bugs!

The game starts with the title page followed by a SELECT LEVEL page. Having selected the level you wish to play, the game proper starts.

A joystick in Jack number one controls your man. A number of walls are drawn, including a border. Your man cannot move through the walls or border, but can squeeze diagonally between them.

The Bugs cannot squeeze diagonally between walls but otherwise they will head directly for you. If they get in each other's way, being somewhat cannibalistic, they will occasionally eat each other! This gives you a bit more of a chance to get out to the next level.

Shown at the top of the screen is the score, the number of men to rescue according to which level you are on and the number of level (1-9).

When the required number have been rescued, a door opens at the right of the screen allowing access to the next level. There are nine levels in all.

In lines 380, 1100 and 1210, the lower-case 'i' is to inverse (Atari logo key).

The same applies to the 'S' sign in lines 1120, 1

rain V... es:

EX/67 - your man plus bugs

level

'tick' values

r mo , wall,

c water

bug level

ov/c... ..

ack l... ..

and ap

cor... ..

un... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

... ..

(blocks of ...
a reserve ...
and act ...

BY BRIAN HILLS

Program Variables:

GR=pointer to new character set.

Location 756 normally points to character set in ROM.

The first block of Data statements is a machine code character set move routine which moves the character set from ROM to RAM fast. Avoids the 'Please wait...' syndrome!

The next block of Data statements are the shapes used. The program loops between 140 and 360 and the bug shapes are moved in the MV loop (260 to 350).

DL=display list, to allow screen lines (see lines 560, 570).

LL=calculate wall number per level.

R=random number (0-255).

Peeking location 53770 is faster than R=INT(RND(0)*X).

This program only just runs in 16K. Pressing 'BREAK' and re-running a few times may get it into trouble and you will be left with a blank screen! Much better to hit 'System reset' to restart. The introductory tune is handled at lines 710 to 730. Data values are a pitch, then a value times 35 for duration.

```

90 GOSUB 400
100 BX(0)=1:BY(0)=11
110 BX(1)=12:BY(1)=2:BX(2)=14:BY(2)=2
120 BX(3)=12:BY(3)=21:BX(4)=14:BY(4)=21
130 SETCOLOR 2,L,B:X=0:Y=0
140 POSITION BX(0),BY(0):? #6;" ":POKE 7
150 S=STICK(0):X=(S=5 DR S=6 OR S=7)-(S=
9 DR S=10 OR S=11):Y=(S=5 DR S=9 OR S=13
)-(S=6 OR S=10 DR S=14)
160 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH
EN X=0:Y=0
170 IF A=246 THEN M=M+1
180 IF A=246 THEN GOSUB 370
190 IF M=0 THEN SOUND 0,30,10,B:FOR D=0
TO 10:NEXT D:SOUND 0,0,0,0:POSITION 1,1
1: ? #6;"/":M=100
200 BX(0)=BX(0)+X:BY(0)=BY(0)+Y
210 POSITION BX(0),BY(0):? #6;"v"
220 FOR MM=1 TO 4:POSITION BX(MM),BY(MM)
1: ? #6;"#":NEXT MM
230 IF A=47 THEN POSITION BX(0),BY(0):?
#6;" ":GOTO 1230
240 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH

```

```

EN X=0:Y=0
250 LOCATE BX(0),BY(0),A:IF A=35 THEN GO
SUB 1020:GOTO 100
260 FOR MV=1 TO 4
270 LOCATE BX(MV)+1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 290
280 IF BX(MV)<BX(0) THEN BX(MV)=BX(MV)+1
:POSITION BX(MV)-1,BY(MV):? #6;" "
290 LOCATE BX(MV)-1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 310
300 IF BX(MV)>BX(0) THEN BX(MV)=BX(MV)-1
:POSITION BX(MV)+1,BY(MV):? #6;" "
310 LOCATE BX(MV),BY(MV)+1,U:IF U=164 OR
U=35 THEN GOTO 330
320 IF BY(MV)<BY(0) THEN BY(MV)=BY(MV)+1
:POSITION BX(MV),BY(MV)-1: ? #6;" "
330 LOCATE BX(MV),BY(MV)-1,U:IF U=164 OR
U=35 THEN GOTO 350
340 IF BY(MV)>BY(0) THEN BY(MV)=BY(MV)-1
:POSITION BX(MV),BY(MV)+1: ? #6;" "
350 NEXT MV
360 GOTO 140
370 FOR C=14 TO 0 STEP -1:SOUND 0,20+C,1
0,C:NEXT C:B=6+1
380 POSITION 0,0: ? #6;"SCORE";6;" " RESCUE
"1E1";v;"L";L
390 SOUND 0,0,0,0:RETURN
400 ME=PEEK(106):GR=ME-4
410 POKE 106,GR:GRAPHICS 1+16:CHR=GR*256
420 FOR X=0 TO 39:READ A:POKE 1536+X,A:IN
EXT X:Z=USR(1536,CHR,4)
430 DATA 104,104,133,207,104,133,206,104
440 DATA 104,133,212,169,0,133,204,169
450 DATA 224,133,206,162,1,160,0,177
460 DATA 204,145,206,200,208,249,230,205
470 DATA 230,207,232,228,212,208,240,96
480 CH=16:FOR T=1 TO 2:CH=CH+18
490 FOR AD=CHR+CH TO CHR+7+CH:READ DA:PO
KE AD,DA:NEXT AD:NEXT T
500 FOR AD=CHR+432 TO CHR+7+432:READ DA:
POKE AD,DA:NEXT AD
510 DATA 60,126,231,255,189,195,126,60
520 DATA 126,129,129,129,129,129,129,126
530 DATA 60,36,36,60,24,126,24,36
540 POKE 756,GR
550 SETCOLOR 1,0,0:SETCOLOR 2,11,6:SETCO
LOR 4,11,6
560 DL=PEEK(560)+256*PEEK(561)
570 POKE DL+6,7:POKE DL+9,2
580 POSITION 5,0: ? #6;"#####
590 POSITION 5,2: ? #6;"#####
600 POSITION 5,1: ? #6;"B U G O U T"
610 FOR X=0 TO 10:FOR B=0 TO 14 STEP 2

```

BUG OUT



```

620 SETCOLOR 0,8,8:FOR D=0 TO 10:NEXT D
630 NEXT B:NEXT X
640 POSITION 13,4:?" #6:" STARRING "
650 FOR D=0 TO 500:NEXT D
660 POSITION 2,7:?" #6:" # TNE BUGS # "
670 POSITION 1,10:?" #6:"T.HITCH":?" #6
680 POSITION 1,13:?" #6:"MAL FUNCTION":?"
#6
690 POSITION 1,16:?" #6:"SCREAMING FOULUP
":?" #6
700 POSITION 1,19:?" #6:"SNAG JNR.":?" #6
710 FOR P=1 TO 25:READ DA:SOUND 0,DA,10,
B:READ DA:FOR D=0 TO DA*35:NEXT D:SOUND
0,0,0,0:NEXT P:SOUND 0,0,0,0
720 DATA 60,1,64,1,60,2,80,2,76,2,60,1,6
4,1,60,2,53,2,80,2,60,1,64,1,60,2,80,2
730 DATA 91,1,80,1,76,4,80,1,91,1,102,2,
108,1,121,1,80,2,162,2,121,4
740 FOR X=0 TO 20
750 FOR D=0 TO 30:NEXT D
760 POSITION 13,4:?" #6:"
"
770 FOR D=0 TO 20:NEXT D
780 POSITION 13,4:?" #6:">>>PRESS START<<
<
790 IF PEEK(53279)<>7 THEN 820
800 NEXT X
810 GOTO 740
820 MY=PEEK(106)-4:POKE 106,MY
830 GRAPHICS 2+16
840 DIM BX(4),BY(4):L=M=0:LL=150:E=6
850 ?" #6:" SELECT LEVEL":?" #6:?" #61"
("SELECT" KEY)
860 FOR D=0 TO 200:NEXT D
870 IF PEEK(53279)=5 THEN L=L+1:FOR D=0
TO 20:NEXT D
880 IF L=10 THEN L=1
890 POSITION 6,5:?" #6:"LEVEL "L:SETCOLO
R 0,L,8
900 IF PEEK(53279)=6 THEN 1000
910 POSITION 4,10:?" #6:"press start"
920 IF L=1 THEN LL=140:E=6
930 IF L=2 THEN LL=130:E=8
940 IF L=3 THEN LL=120:E=10
950 IF L=4 THEN LL=110:E=12
960 IF L=5 THEN LL=100:E=14
970 IF L=6 THEN LL=90:E=16
980 IF L=7 THEN LL=80:E=18
990 IF L=8 THEN LL=70:E=20
1000 IF L=9 THEN LL=60:E=22

```

```

1010 GOTO 870
1020 POSITION 6,23:?" #6:"GOTCHA!!"
1030 FOR C=0 TO 14 STEP 2:FOR D=0 TO 40:
SOUND 0,D,2,8:SETCOLOR 0,11,C:NEXT D:NEXT
C:SOUND 0,0,0,0
1040 FOR D=0 TO 200:NEXT D
1050 G=6-10
1060 IF G<0 THEN G=0
1070 M=0
1080 GRAPHICS 1+16:POKE 756,G
1090 SETCOLOR 0,11,12:SETCOLOR 1,0,14:SE
TCOLOR 2,L,8:SETCOLOR 4,0,0
1100 POSITION 0,0:?" #6:"SCORE":G;" RESCU
E":?" #6:"L":L
1110 POSITION 0,1
1120 FOR B=0 TO 19:?" #6:"B":NEXT B
1130 FOR B=1 TO 22:?" #6:"B":NEXT B
1140 FOR B=1 TO 22:POSITION 19,8:?" #6:"B
":NEXT B
1150 FOR B=1 TO 19:POSITION B,23:?" #6:"B
":NEXT B
1160 FOR V=3 TO 21
1170 FOR W=2 TO 17
1180 R=PEEK(53770)
1190 IF R<0 THEN POSITION W,V:?" #6:"R":
1200 NEXT W:NEXT V
1210 FOR N=0 TO 40:POSITION INT(RND(0)*1
6+2),INT(RND(0)*19+3):?" #6:"V":NEXT N
1220 RETURN
1230 FOR D=0 TO 20:NEXT D:FOR P=14 TO 0
STEP -1:SOUND 0,20,0,P:POSITION 19,11:?"
#6:"P":NEXT P:SOUND 0,0,0,0
1240 FOR D=0 TO 150:NEXT D
1250 FOR Z=1 TO 56:SETCOLOR 2,2,Z:SOUND
0,Z,2,8:FOR D=0 TO 5:NEXT D:NEXT Z:SOUND
0,0,0,0
1260 L=L+1:E=E+2
1270 IF L=10 THEN GRAPHICS 2+16:SETCOLOR
4,4,4:SETCOLOR 0,4,6:POSITION 2,3:?" #6:
"CONGRATULATIONS!":GOTO 1300
1280 LL=LL-10:M=0
1290 GOSUB 1000:GOTO 100
1300 POSITION 3,5:?" #6:"YOU ARE NOW AN"
1310 POSITION 1,7:?" #6:"EXPERT BUG-DODGE
R":?"
1320 POSITION 3,10:?" #6:"YOU SCORED "G
1330 FOR P=0 TO 14 STEP 2:FOR N=1 TO 15:
FOR D=0 TO 8:NEXT D:SETCOLOR 0,N,P
1340 SOUND 0,100,N,P:NEXT N:NEXT P:SOU
ND 0,0,0,0
1350 FOR D=0 TO 1000:NEXT D
1360 POKE 106,MY:RUN

```


PHARAOH'S TOMB

RUNS ON ANY SPECTRUM

By ANDREW RUFFY

HINTS ON HOW TO PLAY.

1. Jump over snakes and arrows
2. Reach the key before the bonus reaches zero
3. Jump on and off the moving marsh grass at the top of the screen
4. Do not go off the side of the screen
5. You will lose a life if you run into an arrow or snake, if the bonus reaches zero, if you go off the side of the screen or if you fail to successfully jump on and off the moving marsh grass at the top of the screen

All screens are possible to get through!

CONTROL KEYS

USE

- "1" FOR UP
- "0" FOR DOWN
- "4" FOR LEFT
- "5" FOR RIGHT
- "2" TO JUMP LEFT
- "M" TO JUMP RIGHT

THE SCREEN

Your score, lives & bonus are displayed at the top of the screen. The number of keys you have collected is displayed at the bottom of the screen.

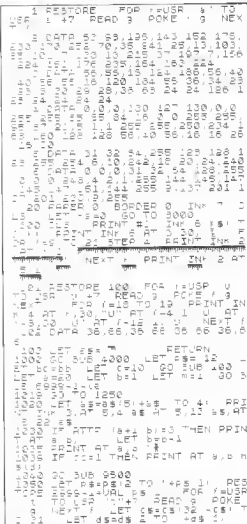
Many centuries ago there lived a powerful Egyptian Pharaoh called Kalamas. When he died, the people of Egypt built him a lavish tomb filled with chests overflowing with treasure and gold bricks. But the most precious item within Kalamas's tomb was a golden idol made in the shape of the Pharaoh's head.

To protect the tomb from grave robbers, it was built in the heart of a mysterious jungle and the keys which opened the tomb were hidden in 14 marshland swamps.

Many decades later, an adventurer set out on a quest for the lost 14 keys—this is his story.

The keys to the tomb can be found at the top of each screen. You must help the explorer reach the top of each screen by climbing vines and jumping over the deadly snakes which inhabit the swamp. There are also unfriendly natives in the swamp who try to stop your quest by firing poisoned arrows at you.

Each time you collect one of the keys, the game gets harder. If you collect all 14 keys, you reach the tomb. Then you'll be asked if you want to try again—this time the marshland mazes will be more difficult to conquer.



MAIN VARIABLES

- v - Vertical position of player
- h - Horizontal position of player
- 10 - Value of bonus at beginning of screen
- 1a - Value of bonus left
- 1 - Common loop variable
- h - Number of keys collected
- 1e - Difficulty level
- 1 - Number of lives left
- hs - High score
- s - Score
- st - Screen number
- m - Variable to determine which way player is moving

LIST OF STRINGS

- 15 - Message which computer displays on screen and also string for moving marsh grass (ie, has more than one function)
- 45 - Arrow string
- 45 - Snake string
- 45 - Movement string (ie, 10(1) - RIGHT 10(2) - LEFT)
- 15 - Number of keys collected in visual form
- 15 - Number of lives left in visual form
- 45 - String which determines the snake graphics

101

008 LET :S= " " TT RETURN
009 LET :S= " " TT RETURN
010 LET :S= " " TT RETURN
011 LET :S= " " TT RETURN
012 LET :S= " " TT RETURN
013 LET :S= " " TT RETURN
000 CLS

[illegible]

OUTLAW

```

10 GOSUB 500
15 GRAPHICS 4:POKE 710,209:POKE 712,209
17 GOSUB 800
20 GOSUB 1000
30 GOSUB 2000
500 ? " [ESC CTRL CLEAR]":POKE 710,0
506 OPEN #3,4,0,"K:"
510 GRAPHICS 1+16:POKE 712,50
520 POSITION 0,1: ? #6:"          OUTLAW"
530 POSITION 0,3: ? #6:"          by Shaun Elwell"
540 POSITION 0,5: ? #6:"          INSTRUCTIONS?"
550 POSITION 0,6: ? #6:"          (Y or N)"
560 GET #3,KB:IF KB<09 THEN RETURN
570 ? #6:" [ESC CTRL CLEAR]"
580 ? #6
590 ? #6:" the green player"
600 ? #6:" is the outlaw and"
610 ? #6:" is out to kill ""
620 ? #6:" the red player is"
630 ? #6:" the sheriff and"
640 ? #6:" must defend his"
650 ? #6:" people against "
660 ? #6:" the evil outlaw""
670 ? #6:" the first person"
680 ? #6:" to hit the other"
690 ? #6:" 10 times wins."
700 POSITION 0,19: ? #6:"          PRESS START"
710 IF PEEK(53279)<>6 THEN 710
720 RETURN
800 COLOR 1:PLOT 34,1:DRAWTO 34,6:DRAWTO
37,6:PLOT 37,5
810 PLOT 38,5:DRAWTO 38,2:PLOT 35,2:PLOT
39,3
820 PLOT 33,5:PLOT 33,3:PLOT 35,2:PLOT 3
5,4
830 PLOT 35,7:PLOT 35,8:PLOT 36,7:PLOT 3
6,8
840 PLOT 40,19:DRAWTO 40,23:PLOT 41,20:P
LOT 41,22:PLOT 39,21
850 PLOT 24,28:DRAWTO 24,30:DRAWTO 26,30
:PLOT 26,32
860 DRAWTO 26,27:PLOT 27,29:PLOT 28,29:D
RAWTO 28,27
870 PLOT 50,29:DRAWTO 50,32:PLOT 49,30:P
LOT 51,31
875 PLOT 50,2:DRAWTO 50,8:PLOT 49,4:PLOT
51,3:PLOT 51,5:PLOT 49,6
880 RETURN
1000 A=PEEK(106)-8
1010 POKE 54279,A
1020 PMBASE=2364A
1022 FOR I=PMBASE+384 TO PMBASE+512
1024 POKE I,0
1026 NEXT I
1030 FOR I=PMBASE+512 TO PMBASE+640
1040 POKE I,0
1050 NEXT I
1060 FOR I=PMBASE+640 TO PMBASE+768
1070 POKE I,0
1080 NEXT I
1082 FOR I=PMBASE+768 TO PMBASE+896:POKE
I,0:NEXT I
1090 X=50:Y=48:ZAP=X+14:SHOT=1:SC=0:BL=0
1100 X1=179:Y1=48:SC1=0:ZAP1=X1+5:SHOT1=
1:BL1=0
1110 POKE 704,216:POKE 705,52:POKE 559,4
6:POKE 53277,3

```

The sun was high above the small township of Alanville, California, when the gunfighter rode in on his jet black horse. He dismounted in front of the strangely silent saloon and turned to look down the deserted main street, deserted except for the lone figure of the sheriff—the only man brave enough to face the feared gunfighter.

The man in black fingered the butt of his silver Navy Colt which rested comfortably in the holster at his hip and began to walk toward the waiting sheriff. Somewhere a dog barked. The gunfighter shifted his cigar from one side of his mouth to another and prepared to send another victim to Boot Hill.

COMMENTS

Type the following in inverse:

Line	Code	Comment
540	'INSTRUCTIONS?'	
550	'(Y or N)'	
590	'green'	
620	'red'	
670	'the first person'	
680	'to hit the other'	
690	'10 times'	
700	'PRESS START'	
2760	'PRESS START'	



BY SHAUN ELWELL

This game is for two players. Instead of only one tile, however, you have ten! The idea of the game is to shoot your opponent ten times. A score is given at the end of the game—HITS divided by BULLETS USED * 1000.

The players are drawn using the Atari's special player/missile graphics, and the author has used a machine code routine to speed up vertical movement of the program and is accessed during play by a USR command.

For anyone who intends to use this routine in their own programs, note that the player/missile set up lines must be typed in the order shown.

WANTED

IN 45 STATES



SID	KILLER	THE
LIGHTNING	MC GREW	RINGO
\$150	\$255	KID
		\$200

DEAD OR ALIVE



```

1130 FOR I=0 TO 8
1140 READ B
1150 POKE PMBASE+512+Y+I,B
1160 NEXT I
1170 DATA 12,30,12,9,14,8,8,20,18
1180 FOR I=0 TO 8
1190 READ B
1200 POKE PMBASE+640+Y1+I,B
1210 NEXT I
1220 DATA 6,15,6,10,14,2,2,5,9
1290 POKE 53256,1:POKE 53257,1
1340 GOSUB 10000
1350 GOSUB 10100
1790 RETURN
2000 S=STICK(0):SOUND 0,0,0,0:SOUND 1,0,0,0
2010 S1=STICK(1)
2020 IF S=14 AND Y>=6 THEN B=USR(UP,PMBA
SE+511+Y):Y=Y-1
2030 IF S1=14 AND Y1>=6 THEN B=USR(UP,PM
BASE+639+Y1):Y1=Y1-1
2060 IF S=13 AND Y<=110 THEN B=USR(DOWN,
PMBASE+511+Y):Y=Y+1
2070 IF S1=13 AND Y1<=110 THEN B=USR(DOW
N,PMBASE+639+Y1):Y1=Y1+1
2090 POKE PMBASE+384+Y1,0
2095 POKE PMBASE+384+Y1,0
2100 IF SHOT=1 THEN Y1=Y+3:ZAP=X+14:POKE
53252,ZAP
2105 IF SHOT=1 THEN Y1=Y+3:ZAP1=X1+5:
POKE 53253,ZAP1
2130 POKE PMBASE+384+Y1,3
2135 POKE PMBASE+384+Y1,12
2160 IF STRIB(0)=0 THEN SHOT=0
2165 IF STRIG(1)=0 THEN SHOT=0
2170 IF ZAP>200 THEN ZAP=X+14:SHOT=1:POK
E 53252,ZAP:BL=BL+1
2175 IF ZAP1<12 THEN ZAP1=X1+5:SHOT1=1:P
OKE 53253,ZAP1:BL1=BL1+1
2180 IF SHOT=0 THEN ZAP=ZAP+10:POKE 5325
2,ZAP:SOUND 0,80,8,10
2185 IF SHOT1=0 THEN ZAP1=ZAP1+10:POKE 5
3253,ZAP1:SOUND 1,80,8,10
2190 IF PEEK(53256)=3 THEN POKE 53252,X+
14:POKE 53278,0:BL=BL+1:SHOT=1:GOSUB 250
0
2195 IF PEEK(53257)=3 THEN POKE 53253,X1
+5:POKE 53278,0:BL1=BL1+1:SHOT1=1:GOSUB
3000
2197 IF PEEK(53248)=1 THEN POKE 53252,X+
14:POKE 53278,0:SHOT=1:BL=BL+1
2198 IF PEEK(53249)=1 THEN POKE 53253,X1
+5:POKE 53278,0:SHOT1=1:BL1=BL1+1
2200 GOTO 2000
2500 ? :? " OUTLAW SHERIF
F"
2505 POKE 755,1
2510 SC=SC+1
2520 ? :? " ";SC;"
";SC1
2530 IF SC>10 THEN RETURN
2550 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
2560 GOSUB 5000
2630 GRAPHICS 1+16
2640 POSITION 0,2:?" #6:" THE OUTLAW WON
";SC;"-";SC1
    
```

```

2650 POSITION 0,4: ? #61" SCORES:-"
2660 POSITION 0,6: ? #61:"OUTLAW SHERIFF"
2662 IF SC=0 THEN SCR=0:GOTO 2665
2663 SCR=INT(1000*(SC/BL))
2665 IF SC1=0 THEN SCR1=0:GOTO 2670
2666 SCR1=INT(1000*(SC1/BL1))
2670 POSITION 0,7: ? #61" " ;SCR;"
" ;SCR1
2760 POSITION 0,13: ? #6;" PRESS START
"
2770 IF PEEK(53279)<6 THEN 2670
2780 RESTORE :RUN
3000 ? : ? " OUTLAW SHERIFF
"
3005 POKE 755,1
3010 SC1=SC1+1
3020 ? : ? " " ;SC;"
" ;SC1
3030 IF SC1<10 THEN RETURN
3050 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
3060 GOSUB 5000
3130 GRAPHICS 1+16
3140 POSITION 0,2: ? #6;"THE sher1ff WON
" ;SC1;"-";SC
3145 GOTO 2650
5000 GRAPHICS 0:POKE 710,209
5010 FOR I=1 TO 30: ? CHR$(19):NEXT I
5020 FOR I=1 TO 30: ? CHR$(19):NEXT I
5040 POSITION 7,4: ? CHR$(160)
5050 POSITION 8,5:FOR I=1 TO 3: ? CHR$(16
0):NEXT I:POSITION 25,5: ? CHR$(160)
5060 POSITION 7,6: ? CHR$(160):POSITION 2
4,6:FOR I=1 TO 3: ? CHR$(160):NEXT I
5070 POSITION 7,7: ? CHR$(160):POSITION 2
5,7: ? CHR$(160)
5080 POSITION 7,8: ? CHR$(160):POSITION 2
5,8: ? CHR$(160)
5090 POSITION 25,9: ? CHR$(160):POSITION
11,9: ? CHR$(9): ? CHR$(115)
5100 POSITION 11,10: ? CHR$(160): ? CHR$(
160):POSITION 32,11: ? CHR$(160): ? CHR$(
160)
5110 POSITION 11,11: ? CHR$(160): ? CHR$(
160)
5120 POSITION 32,12: ? CHR$(160): ? CHR$(
160)
5140 POSITION 4,13: ? CHR$(160)
5150 POSITION 3,14:FOR I=1 TO 3: ? CHR$(1
60):NEXT I
5160 POSITION 4,15: ? CHR$(160)
5170 POSITION 4,16: ? CHR$(160):POSITION
27,16: ? CHR$(18): ? CHR$(10)
5180 POSITION 4,17: ? CHR$(160):POSITION
27,17: ? CHR$(160): ? CHR$(160)
5185 ? "C12 SPACESICTRL 01C9 CTRL RJCCT
RL E3"
5190 ? "C12 SPACESICSHIFT=38DOT HILLISHI
FT=J"
5200 ? "C12 SPACESICTRL 21C9 CTRL RJCCT
RL C3"
5220 FOR I=1 TO 13:POSITION 1,21: ? CHR$(
19):NEXT I:FOR I=25 TO 39:POSITION 1,21
: ? CHR$(19):NEXT I
5230 FOR I=1 TO 13:POSITION 1,22: ? CHR$(
19):NEXT I:FOR I=25 TO 39:POSITION 1,22

```

```

1: ? CHR$(19):NEXT I
5300 SOUND 0,122,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 120:NEXT W
5310 SOUND 0,145,10,10:FOR W=0 TO 120:NEXT
W
5320 SOUND 0,109,10,10:SOUND 1,109,10,8:
SOUND 2,92,10,8:FOR W=0 TO 240:NEXT W
5330 SOUND 0,145,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 480:NEXT W
5340 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2
,0,0,0
5350 POSITION 20,11: ? CHR$(19)
5360 POSITION 20,12: ? " "
5370 POSITION 19,13: ? CHR$(6):CHR$(13):C
HR$(7)
5380 POSITION 19,14: ? CHR$(13):CHR$(13):
CHR$(13)
5390 POSITION 0,22: ?
5400 FOR U=0 TO 500:NEXT U
5410 GRAPHICS 1+16
5420 RETURN
10000 DIM UPCODE$(21):UP=ADR(UPCODE$)
10010 FOR I=UP TO UP+20
10020 READ B:POKE 1,B
10030 NEXT I:RETURN
10040 DATA 104,104,133,204,104,133,203
10050 DATA 160,1,177,203,136,145,203
10060 DATA 200,200,192,11,208,245,96
10070 DIM DOWNCODE$(21):DOWN=ADR(DOWNCOD
E$)
10110 FOR I=DOWN TO DOWNCODE$+20
10120 READ B:POKE 1,B
10130 NEXT I:RETURN
10140 DATA 104,104,133,204,104,133,203
10150 DATA 160,10,177,203,200,145,203
10160 DATA 136,136,192,255,208,245,96

```

Variables

FMBASE

X = starting memory location of player missiles
 X1 = horizontal position of player 0
 Y = horizontal position of player 1
 Y1 = vertical position of player 0
 ZAP = vertical position of player 1
 ZAP1 = horizontal position of missile 0
 SC = number of hits for player 0
 SC1 = number of hits for player 1
 BL = bullets fired for player 0
 BL1 = bullets fired for player 1

How it runs

10-30

500-560

570-729

800-880

1000-1020

1022-1080

1130-1220

1340-1350

2000-2200

2500-2165

2190-2200

2500-2530

2550-2780

3000-3030

3050-3145

5000-5230

5300-5340

5500-5550

10000-10180

GOSUB instructions, playfield set up, and player/missile set up
 Titles and ask for instructions
 Instructions
 Draw playfield
 Find top of memory and set up player/missile start.
 Clear missiles and players
 Draw players
 Set up M/C routine
 Sense joysticks and do movement
 Sense trigger and do firing
 Sense hit on players and cacti
 Increase score when player 1 is hit
 If player 0 is hit then increase score
 If player 1 wins say so and GOSUB 2650 to do scores
 Draw graveyard
 Play tune
 Draw new grave
 Data for M/C routine

MARTIAN INVASION

RUNS ON A VIC20 IN 3.5K

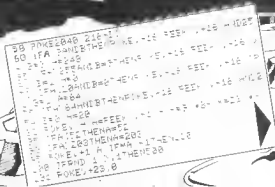
BY ANDREW

You may have heard some very misguided people claim that there isn't any life on Mars.

They have been pulling the wool over our eyes for years. Hundreds of Martians have been living and working in secret on Earth for many years now, laying the plans for the invasion to begin.

Now that we've given you a warning, it's up to you to do the decent thing and save the Earth.

Not easy when you're faced with hordes of loser-spitting green oliens. But we're sure you'll do your best.



CRICKET

RUNS ON A 48K SPECTRUM


BY ANDREW HENDERSON

If you haven't managed to unglue yourself from the Spectrum for the past few months, then I've got some news for you — it's summer.

Yes, I know it's raining — but the rain's warmer isn't it. In keeping with these damp and dark few months, we've dusted down our whites and oiled our bats in preparation for the age old British ritual of summer cricket.

The game allows you to play either the batsman or the bowler.

If you select to be the bowler, you must calculate the angle and spin of the ball before you bowl it. If you get it wrong, the batsman will knock you for six.



```
1 LET b=0. POKE 23609.40 GO
SUB 9500
2 LET total=0
3 DIM b(11,3)
4 DIM f(2,9)
5 FOR y=1 TO 9 READ f(1,y)
6 READ f(2,y) NEXT y
7 INK 0
8 BORDER 5 PAPER 7
9 LET runs=0
10 LET crospos=2 LET xpos=2
11 LET xpos=10
12 TO GO
13 PRINT "Bowler! Prepara
14 select bowl. You cannot swi
15 spin.
16 LET ru=0
17 INPUT "angle of bowl", angle
18 INPUT "swing -1 to 1", spin
19 INPUT "speed", speed
20 LET crospos=1 THEN GO TO 710
21 IF ABS(spin)=0 AND ABS(speed)
22 THEN GO TO 710
23 IF speed=10 THEN GO TO 780
24 IF angle=90 THEN GO TO 780
25 LET angle=angle+PI/180
26 LET xvel=INT (speed*SIN ang
27)
28 LET yvel=INT (speed*COS ang
29)
30 GO TO 800
31 LET angle=(angle-90)*PI/180
32 LET xvel=INT (speed*COS ang
33)
34 LET yvel=INT (speed*SIN an
35)
36 LET x=0.800
37 GO TO 800
38 PLOT 0.175 DRAW 190.
39 CLS
40 PLOT 0.136 DRAW 190.
41 PLOT 0.12 DRAW 190.
42 PLOT 0.12 DRAW 190.
43 PLOT 0.12 DRAW 190.
44 PLOT 0.12 DRAW 190.
45 PLOT 0.12 DRAW 190.
46 PLOT 0.12 DRAW 190.
47 PLOT 0.12 DRAW 190.
48 PLOT 0.12 DRAW 190.
49 PLOT 0.12 DRAW 190.
50 PLOT 0.12 DRAW 190.
51 PLOT 0.12 DRAW 190.
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56 PLOT 0.12 DRAW 190.
57 PLOT 0.12 DRAW 190.
58 PLOT 0.12 DRAW 190.
59 PLOT 0.12 DRAW 190.
60 PLOT 0.12 DRAW 190.
61 PLOT 0.12 DRAW 190.
62 PLOT 0.12 DRAW 190.
63 PLOT 0.12 DRAW 190.
64 PLOT 0.12 DRAW 190.
65 PLOT 0.12 DRAW 190.
66 PLOT 0.12 DRAW 190.
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68 PLOT 0.12 DRAW 190.
69 PLOT 0.12 DRAW 190.
70 PLOT 0.12 DRAW 190.
71 PLOT 0.12 DRAW 190.
72 PLOT 0.12 DRAW 190.
73 PLOT 0.12 DRAW 190.
74 PLOT 0.12 DRAW 190.
75 PLOT 0.12 DRAW 190.
76 PLOT 0.12 DRAW 190.
77 PLOT 0.12 DRAW 190.
78 PLOT 0.12 DRAW 190.
79 PLOT 0.12 DRAW 190.
80 PLOT 0.12 DRAW 190.
81 PLOT 0.12 DRAW 190.
82 PLOT 0.12 DRAW 190.
83 PLOT 0.12 DRAW 190.
84 PLOT 0.12 DRAW 190.
85 PLOT 0.12 DRAW 190.
86 PLOT 0.12 DRAW 190.
87 PLOT 0.12 DRAW 190.
88 PLOT 0.12 DRAW 190.
89 PLOT 0.12 DRAW 190.
90 PLOT 0.12 DRAW 190.
91 PLOT 0.12 DRAW 190.
92 PLOT 0.12 DRAW 190.
93 PLOT 0.12 DRAW 190.
94 PLOT 0.12 DRAW 190.
95 PLOT 0.12 DRAW 190.
96 PLOT 0.12 DRAW 190.
97 PLOT 0.12 DRAW 190.
98 PLOT 0.12 DRAW 190.
99 PLOT 0.12 DRAW 190.
100 PLOT 0.12 DRAW 190.
```


[illegible]

```

2755 RETURN
2757 NEXT w
2760 LET bx=bx+bxv LET by=by+by
v
2761 LET bxv=bxv/1.2 LET byv<1
v/1.2
2762 IF ABS bxv<1 AND ABS byv<1
THEN GO TO 2800
2765 IF bx>255 OR bx<0 OR by<0
GO TO 2750
2765 IF by>175 THEN GO TO 2750
2765 GO TO 2750 LET yd=by-83
2800 LET yd=bx-134 (ixd=xd+lyd+y
2803 LET dist=50R
d1
2805 IF dist<24 THEN GO TO 2820
2806 IF dist<54 THEN GO TO 2825
2807 IF dist<75 THEN GO TO 2840
2808 IF dist<200 THEN GO TO 2840
2809 LET ru=0 GO TO 2840
2809 LET ru=1 GO TO 2840
2809 LET ru=2 GO TO 2840
2809 LET ru=3 GO TO 2840
2809 PRINT AT 0,0,"you scored ";
runs=ru+runs
2840 RUNS="5,0
2841 BEEP 56
2842 PAUSE 56 PRINT INK 4,AT 10,15;
2842 CLS PRINT 0,AT 11,15;"B"
2800 PAPER 4; INK 0,AT 1,1
2810 FOR i=1 TO 9 PRINT AT f(i,
1),f(2,i),1; NEXT i
2820 INPUT "field change? y,n",a
$
2821 IF a$='n' THEN GO TO 4000
2825 INPUT "which field?",j
$
2826 INPUT "put in co-ords,x,y",
xco,yco
2832 LET f(i,1)=f(1,j)+xco
f(2,j)=f(2,j)+yco
2835 GO TO 4000
2836 STOP
2836 IF crospos>12 AND crospos<1
3000 THEN GO TO 5000
3000 IF crospos=145 THEN GO TO 5000
3 AND ypos=145 THEN GO TO 5000
3010 GO TO 4000
4000 PAUSE 100 CLS PRINT "run-
5 scored " runs, LET total=total;
4005 PAUSE 150
4010 GO TO 650

```

CRICKET

continued from page 21

```

5000 LET b(b+1,3)=1 PRINT AT 10
0 "bowled out, runs ",runs: PR
USE 100 GO TO 8000
5050 LET b(b+1,3)=2 CLS PRINT
"caught by the keeper, BAD JUDGE
MENT." PRUSE 123 GO TO 800
0
5000 PRINT AT 0,0, "4 runs!" FOR
d=1 TO 20 BEEP 0.02,-8+d NEXT
d LET ru=4
5010 GO TO 2900
5500 LET b(b+1,3)=2 CLS PRINT
"caught by fielder, "4, for
runs, runs," FOR e=1 TO 23. BE
EP .04,18-e NEXT e
5510 GO TO 8000
6000 LET b=b+1 CLS PRINT " "
total, runs for "b," last sa
n="runs,
6010 LET b(b,1)=runs LET b(b,2)
=total
6011 PRUSE 156
6030 IF b(batsmen) THEN GO TO 805
0
6031 GO TO 5
6050 PRINT AT 7,0, "FINAL SCORE."
6051 PRINT AT 3,2, "A total," run
s for "b," wickets, Puns run
6052 PRINT AT 4,0,
s at fall
6053 FOR h=1 to batsmen PRINT A
T 6+h,0,h, "b(h,1),
b(h,2),
6054 IF b(h,3)=1 THEN PRINT AT 6
+h,23, "BLD",
6055 IF b(h,3)=2 THEN PRINT AT 6
+h,29, "CL",
6057 NEXT h
6070 STOP
9000 DATA 2,3,13,17,12,18,11,19,
3,29,2,15,3,20,28,11,3,13
9500 PRINT " ZX SPECTRUM C
RICKET "
9501 PRINT AT 3,0, "A Computer Cr
icket Simulation. Complete with
bowling, batting and fielding sy
stems for 2 players."
9502 PRINT AT 14,0, "© A.J.Hen
derson August 1983"
9503 PRINT "Tell the com
pu-umpire how many batsmen you w
ant in this innings."
9508 INPUT "Batsmen" batsmen
9509 PRINT "INSTRUCTIONS"
9509 PRINT INPUT $ IF $="n"
? y/n
THEN RETURN
9500 CLS PRINT "The bowler fir
stly selects a bowl."
9501 PRINT AT 2,0, "ANGLE -0 is s
traight up, 180 straight down, 0
0 is horizontal."
9502 PRINT AT 5,0, "SPIN - A nega
tive spin is an off-spin, a posit
ive spin is a leg-spin-Vary it a
nd experiment."
9503 PRINT AT 10,0, "SUIING- A neg
ative swing is an inswing, a pos
itive one is an outswing."
9504 PRINT AT 14,0, "LINE- 0 is f
ar outside the leg-stump, 31 is f
ar outside the off-stump, 15 is
the middle stump."
9505 PRINT AT 19,0, "SPEED- 11 is
fast, 5 is slow. NB-ball may

```

not swing and spin at the same t
ime." PRUSE 1500
9507 CLS PRINT "THE BATSMAN MU
ST NOW PLAY THE BOUL.

He watches its
vertical and horizontal movemen
t and, when certain, presses S
to select a shot.
9508 PRINT "HE will be asked to
play on the front foot or the ba
ck foot- the first column of gri
ds are the front foot positions
and the second column is the bac
k foot.
9509 PRINT "The batsman must sel
ect the height of the shot- Low
is the lowest grid, Medium is th
e middle grid, high is the top g
rid and very high is above the g
rids.
9510 PRINT "These grids are in f
ront of the stumps in the bowlin
g display."

9511 PRUSE 1000 CLS
9512 PRINT "The batsman must the
n place the bat in line with th
approaching ball or in line wit
h where he thinks it will be whe
n it reaches him (remembering sw
ing and spin)."

9513 PRINT "To select the bat an
gle a number is input. 0 sends t
he ball back down the pitch, a po
sitive number hits it onto the o
ff side, a negative one sends it
out onto the leg side."

9514 PRINT "When this is done th
e bowl continue and the batsman
must wait for the ball to enter
the grid he selected and then pr
ess H to hit the ball."

9515 PRUSE 1200 CLS

9516 PRINT "The strength of the
shot must be selected. The hard
shot is the more likely it is to
be missed. If hit a beep will b
e heard and the field will be se
t up.

If the ball is only just misse
d there may be an edge and a cal
ch may go to the wicket."

9517 PRINT "If the struck ball i
s hit through the fielder it is
caught and the batsman is out. If
not the batsman may score runs.
The bowler may change the field
after runs have been scored, sele
cting how far along and up the f
ielder should go negative number
s may be used."

9519 PRINT "The computer will ke
ep score and produce a Final Sco
reboard at the end of the inning
s." PRUSE 1000 RETURN

DDOGE CITY

RUNS ON A BBC MODEL B OR AN ACORN ELECTRON IN 32K

BY MARTIN CLIFT



In Dodge City, you play the part of a cowardly sheriff who has been sent by the US government to the roughest, toughest, meanest town in the whole mid-west.

The city is riddled with bandits, horse thieves and bank robbers and not a day goes by without the bank or some shop being held up by gun wielding cowboys. You have to stop the robbers, but they are armed to the teeth and you will have to tread carefully, unless you want blood splattered over your shiny new badge.

The townspeople will give you \$100 for every bandit you kill, but will deduct \$500 from your salary for every successful robbery.

Once you have earned \$5,000, you will be able to afford to buy a ride on a stage coach back to New York.

```
10SHERIFF=19.SCOR=0 LIVES=3
20MODE1
30PROC INSTRUCTIONS
40PROCIFY
50PRINTTAB(3,19),CHR$(224),CH
R$(205)
60PRINTTAB(3,20),CHR$(225),CH
R$(227)
70V=28
80IFX=11THENPROCLOSE X=28
90PRINTTAB(5,20),CHR$(232),CH
R$(202)
100PRINTTAB(5,14),CHR$(232),CH
R$(232)
110PRINTTAB(5,15),CHR$(232),CH
R$(202)
```

```
120PRINTTAB(15,15),CHR$(232),CH
R$(202)
130PRINTTAB(15,16),CHR$(232),CH
R$(202)
140PRINTTAB(15,17),CHR$(232),CH
R$(202)
150PRINTTAB(15,18),CHR$(232),CH
R$(202)
160PRINTTAB(15,19),CHR$(232),CH
R$(202)
170PRINTTAB(15,20),CHR$(232),CH
R$(202)
180PRINTTAB(15,21),CHR$(232),CH
R$(202)
190PRINTTAB(15,22),CHR$(232),CH
R$(202)
200PRINTTAB(15,23),CHR$(232),CH
R$(202)
210PRINTTAB(15,24),CHR$(232),CH
R$(202)
220PRINTTAB(15,25),CHR$(232),CH
R$(202)
230PRINTTAB(15,26),CHR$(232),CH
R$(202)
240PRINTTAB(15,27),CHR$(232),CH
R$(202)
250PRINTTAB(15,28),CHR$(232),CH
R$(202)
260PRINTTAB(15,29),CHR$(232),CH
R$(202)
270PRINTTAB(15,30),CHR$(232),CH
R$(202)
280PRINTTAB(15,31),CHR$(232),CH
R$(202)
```

DODGE CITY



```

290PRINTTAB(POSITION,X);CHR$(2
20);CHR$(230)
300PRINTTAB(POSITION,X+1);CHR$
(229);CHR$(231)
310SOUND0,-15,150,2
320SHOT=RND(5)
330IFSHOT>1THENGOTO490
340SOUND1,1,157,5
350GUN=POSITION
360PRINTTAB(GUN,X)"-"
370TIME=0 REPEAT:UNTILTIME=3
380PRINTTAB(GUN,X)" "
390IFGUN=6AND X=14THENGOTO490
400IFGUN=6ANDX=15THENGOTO490
410IFGUN=6ANDX=19THENGOTO490
420IFGUN=6ANDX=20THENGOTO490
430IFGUN=6ANDX=24THENGOTO490
440IFGUN=6ANDX=25THENGOTO490
450IFGUN=4 AND X=SHERIFF THEN
PROCYOUR_HIT
460IFGUN=4 AND X=SHERIFF+1 THE
NPROCYOUR_HIT
470GUN=GUN-1
480IFGUN>3THENGOTO360
490SOUND0,-15,150,2
500ENDPROC
510DEFPPOCMOVE_UP
520PRINTTAB(3,SHERIFF)" "
530PRINTTAB(3,SHERIFF+1)" "
540SHERIFF=SHERIFF-1
550IFSHERIFF<12THENSHERIFF=12

```



```

560PRINTTAB(3,SHERIFF),CHR$(22
4),CHR$(226)
570PRINTTAB(3,SHEPIFF+1),CHR$(
225),CHR$(227)
580SOUND1,-15,200,3
590ENDPROC
600DEFPPOCHMOVE_DOWN
610PRINTTAB(3,SHERIFF)" "
620PRINTTAB(3,SHERIFF+1)" "
630SHEPIFF=SHERIFF+1
640IFSHERIFF<27THENSHERIFF=27
650PRINTTAB(3,SHERIFF);CHR$(22
4),CHR$(226)
660PRINTTAB(3,SHERIFF+1),CHR$(
225),CHR$(227)
670SOUND1,-15,200,3
680ENDPROC
690DEFPPOCFIRE
700ENVELOPE1,2,-17,61,9,4,0,0,
126,0,0,-126,126,126
710SOUND1,1,157,5
720BULLET=5
730PRINTTAB(BULLET,SHERIFF)"-"
740TIME=0 REPEAT UNTILTIME=3
750PRINTTAB(BULLET,SHERIFF)" "
760IFBULLET=POSITION AND SHERI
FF=X THENPPOCHIT GOTO70
770IFBULLET=POSITION AND SHEPI
FF=X+1 THENPPOCHIT GOTO70
780IFBULLET=5AND SHEPIFF=14THE
NGOTO860
790IFBULLET=5AND SHERIFF=15THE
NGOTO860

```

```

800IFBULLET=5AND SHERIFF=19THE
NGOTO860
810IFBULLET=5AND SHERIFF=20THE
NGOTO860
820IFBULLET=5AND SHERIFF=24THE
NGOTO860
830IFBULLET=5AND SHERIFF=25THE
NGOTO860
840BULLET=BULLET+1
850IFBULLET<35THENGOTO730
860SOUND0,-15,150,2
870ENDPROC
880DEFPPOCHIT
890D=200
900SOUND1,-15,0,1
910D=D-5
920IFD>0THENGOTO900
930PRINTTAB(POSITION,X)"X "
940PRINTTAB(POSITION,X+1)" "
950TIME=0 REPEAT UNTILTIME=100
960PRINTTAB(POSITION,X)" "
970SCORE=SCORE+100
980PRINTTAB(1,30)"YOU HAVE $ ."
;SCORE
990IFSCORE>=5000THENPPOCHIN
1000ENDPROC
1010DEFPPOCHIN
1020C=0
1030A=RND(255).B=RND(5)
1040C=C+1
1050SOUND1,-15,A,B
1060IFC<100THENGOTO1030
1070CLOUR=129 CLS
1080PRINT""CONGRATULATIONS""Y
OU'VE RAISED THE CASH TO BUY A T
ICKET FOR THE NEXT STAGE COACH
OUT OF DODGE""CITY."
1090END
1100ENDPROC
1110DEFPPOCHYOUR_HIT
1120PRINTTAB(3,SHERIFF)"X "
1130PRINTTAB(3,SHERIFF+1)" "
1140F=200
1150SOUND1,-15,F,1
1160F=F-5
1170IFF>0THENGOTO1150
1180TIME=0 REPEAT UNTILTIME=100
1190PRINTTAB(3,SHERIFF)" "
1200LIVES=LIVES-1
1210IFLIVES=0THENGOTO1260
1220SHEPIFF=19
1230PRINTTAB(3,SHERIFF),CHR$(22
4),CHR$(226)
1240PRINTTAB(3,SHERIFF+1),CHR$(
225),CHR$(227)
1250ENDPROC
1260CLOUR=129 CLS
1270PRINT""YOU HAVE SUFFERED TH
REE SERIOUS INJURIES AND DIED"

```

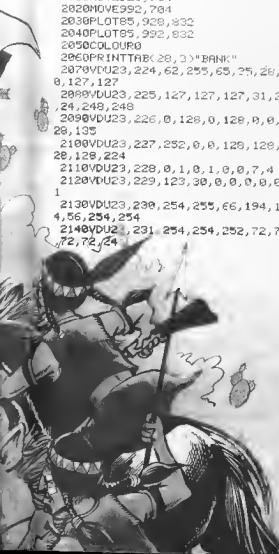


Dodge City



1280END
 1290CEFFPROCTITY
 1300REMSALON
 1310GCOL0,21
 1320CLG
 1330GCOL0,0
 1340MOVE176,896
 1350MOVE576,1024
 1360PLOT85,240,182
 1370PLOT85,624,896
 1380MOVE624,896
 1390MOVE176,896
 1400PLOT85,400,1024
 1410GCOL0,2
 1420MOVE160,896
 1430MOVE640,896
 1440PLOT85,160,704
 1450PLOT85,640,704
 1460GCOL0,1
 1470MOVE352,768
 1480MOVE448,768
 1490PLOT85,352,704
 1500PLOT85,448,704
 1510GCOL0,0
 1520MOVE448,704
 1530DRAW448,800
 1540DRAW352,800
 1550DRAW352,704
 1560MOVE352,768
 1570DRAW448,768
 1580MOVE400,768
 1590DRAW400,704
 1600GCOL0,3
 1610CULOUR3
 1620COLOUR128
 1630PRINTTAB(10,5);"SALOON"
 1640COLOUR131
 1650PRINTTAB(0,0);SPC(39)

1660REN
 1670GCOL
 1680MOV,928
 1690MOVE1120,928
 1700PLOT85,800,704
 1710PLOT85,1120,704
 1720GCOL0,3
 1730MOVE832,768
 1740MOVE910,768
 1750PLOT85,832,864
 1760PLOT85,910,864
 1770GCOL0,0
 1780MOVE864,768
 1790DRAW864,864
 1800MOVE848,768
 1810DRAW848,864
 1820MOVE880,768
 1830DRAW880,864
 1840MOVE896,768
 1850DRAW896,864
 1860GCOL0,3
 1870MOVE1008,864



```

1880MOVE1088,964
1890PLOT85,1088,768
1900PLOT85,1088,768
1910GCOLOR,0
1920MOVE1024,864
1930DRAW1024,768
1940MOVE1040,864
1950DRAW1040,768
1960MOVE1056,864
1970DRAW1056,768
1980MOVE1072,964
1990DRAW1072,768
2000GCOLOR,1
2010MOVE928,784
2020MOVE992,784
2030PLOT85,928,832
2040PLOT85,992,832
2050COLOR,0
2060PRINTTAB(28,3)"BANK"
2070VDU23,224,62,255,65,35,26,6
0,127,127
2080VDU23,225,127,127,31,27
,24,248,248
2090VDU23,226,0,128,0,128,0,0,1
28,135
2100VDU23,227,252,0,0,128,128,1
28,128,224
2110VDU23,228,0,1,0,1,0,0,7,4
2120VDU23,229,123,30,0,0,0,0,0,
1
2130VDU23,230,254,255,66,194,12
4,56,254,254
2140VDU23,231,254,254,252,72,72
,72,72,24

```

```

2150VDU23,232,255,255,255,255,2
55,255,255,255
2160COLOR,0
2170PRINTTAB(1,30)"YOU HAVE *";
SCORE
2180ENDPROC
2190DEFPROCINSTRUCTIONS
2200COLOR130
2210COLOR,0
2220CLS
2230PRINTTAB(12,1)"*****
****"
2240PRINTTAB(12)"* DODGE CITY
*"
2250PRINTTAB(12)"* BY
*"
2260PRINTTAB(12)"* MARTIN CLIFT
*"
2270PRINTTAB(12)"*****
**"
2280PRINT"" Howdy partner!""W
elcome to Dodge City."
2290PRINT"Due to lack of applic
ants the position of sheriff ha
s become vacant in Dodge "
2300PRINT"City, and you have th
s dubious honour of becoming t
he new sheriff."
2310PRINT"Wall to be honest you
have no choice, it's either t
his or Uncle Sam will send you
to Alaska."
2320PRINT"The problem is those
pesky bandits who seem intent
on robbing your Bank."
2330PRINT"But you will be reward
ed with a hundred dollars for a
very bandit you kill, and if yo
u can raise $5000 you can catch"
2340PRINT"the next stage coach
home."
2350PRINT"" BEMWA
RE!!!"
2360PRINT"YOU LOSE $500 FOR EVE
RY SUCCESSFUL RAID"
2370INPUT"Hit RETURN TO CONTIN
UE"AS
2380CLS
2390PRINTTAB(11,13)"CONTROL KEY
S ARE.."
2400PRINTTAB(11)"*****
****"
2410PRINTTAB(11)"* A.....
UP *"
2420PRINTTAB(11)"* Z.....DO
WN *"

```

DODGE CITY



```
2430PRINTTAB(11);"* SPACE BAR.FI
RE *"
2440PRINTTAB(11)"*****
****"
2450INPUT"";"HIT RETURN TO PLA
Y"
2460ENDPROC
2470DEFPROCLOSE
2480ENVELOPE2,1,4,-4,4,10,20,10
126,0.0,-126,126,126
2490SOUND1,2,100,100
2500AWAY=11
2510PRINTTAB(POSITION,AWAY);CHR
(220);CHR(230)
2520PRINTTAB(POSITION,AWAY+1);C
HR(229);CHR(231)
2530TIME=0:REPEAT:UNTILTIME=20
2540PRINTTAB(POSITION,AWAY)" "
2550PRINTTAB(POSITION,AWAY+1)"
"
2560AWAY=AWAY+1
2570IFAWAY=30THENGOTO2590
2580GOTO2510
2590SCORE=SCORE-500
2600IFSCORE<0THENSCORE=0
2610PRINTTAB(1,30)"YOU HAVE $ "
SCORE
2620ENDPROC
```

HOT AIR

RUNS ON A COMMODORE 64 WITH ONE JOYSTICK

BY DAVID ESTALL

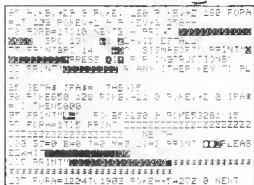
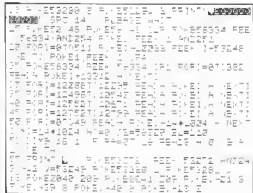
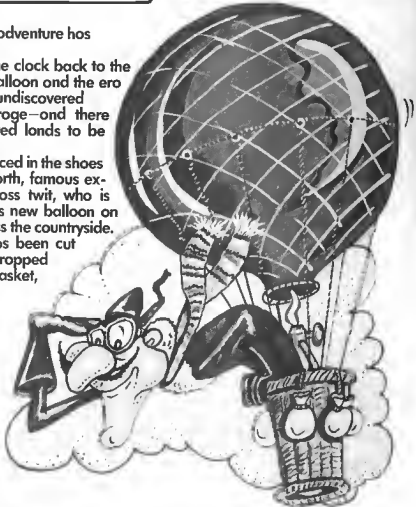
The oge of romontic odvnture hos returned!

We have turned the clock back to the birth of the hot air balloon and the era when exploration of undiscovered londs was oll the roge—and there were still undiscovered londs to be discovered.


You have been pluced in the shoes of Rodney Bigglesworth, famous explorer and upper class twit, who is preporing to toke his new balloon on an epic journey across the countryside.

Once the rope has been cut and the sand bags dropped from the side of the basket, you will be airborne.

The strong winds soon blow the balloon miles away from your home and you'll have to help Rodney avoid church steeples, trees and other core-less balloonists if you hope to reach your secret destination.



HELI-BOMBER



The idea of the game is to land the helicopter on an airfield. The helicopter is on the side of a city proper. If you manage to land the helicopter on the airfield, you successfully land your chopper. The game has 30 levels. The first four levels are the same, but the goals of the game are different.

The program is split into two parts. The first part is the graphics; and, when it has run, the second part is the game itself. The second program can be compiled and executed.

But remember that both programs must be compiled in separately and saved on to tape.

Variables

H = helicopter's position

B = bomb's position

SF = sound frequency

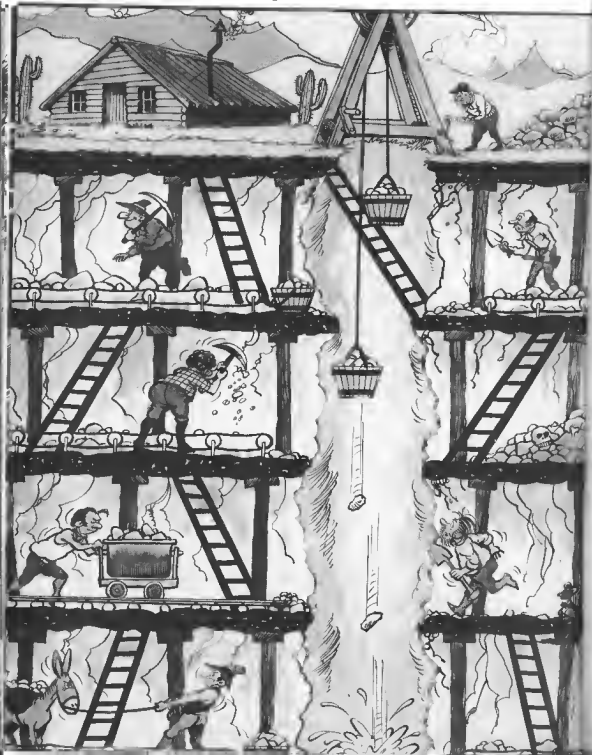
BY WAYNE LLOYD

```

100 IFPEEK(F1-12)=4:GOTOPEEK F1=5:HENZ=1
110 IFPEEK(F1-12)=5:GOTOPEEK F1=6:HENZ=2
120 IFZ=7:HENZ=0:POKEF1:0:F1=0:POKE$1+1
130 RETURN
140 I=326866: S3=36364: F0T=17018:POKE$1
150 I=240:POKE$2,3:-POKE$2,4:POKE$3,14:FOM
160 28
170 POKE$2,38:POKE$3,12:NEXT
180 POKE$1+1,9:F0T=7892:70894:POKE$3
190 F=0:2:NEXT
200 F0T=77567:089353:F+22:POKE$1,8:POKE
210 F,C:NEXT
220 F0T=20070248:POKE$1+1,M:NEX
230 POKE$1,0:POKE$1+1,0:POKE$1,0:F1=8
240 PRINT:GOTOYOU CRASHED:GOTO
250 F0T=171450:NEXT
260 POKE36869,240:PRINT
270 IF$C,HIT:PRINT"YOU HAVE GOT THE BE
280 SCORE YET, WELL DONE." HI=5C
290 PRINT:GOTOPLAY AGAIN
300 PRINT:PRESS ANY KEY"
310 IFPEEK(283)=540:PEEK(283)=32:HENZ=345
320 SC=8:GOTO18
330 POKE$1,8:POKE$1+1,8:POKE$1,22,9
340 F0T=170388:NEXT
350 PRINT:YAY,YAY,YAY,YAY"
360 F0T=170388:NEXT
370 PRINT:YOU HAVE LANDED SAFELY WITH A
380 SCORE OF 5C SC=5C+38
390 PRINT"YOUR SCORE WITH BONUS POINTS
400 IS 5C"
410 GOTO*1
420 IF0=4:THEN0=1
430 IF0=1:THEN0=8:0=0:GOSUB478
440 PRINT:PRESS A KEY TO CONT"
450 F=F+1:FJ=0
460 IFF=16:THENF=16:Q=G+1
470 IFQ=14:THEN14=F+36
480 IFPEEK(283)=64:THEN4=5
490 F=7724:F0T=7688708135:POKE$1,8:NEXT
500 GOTO28
510 PRINT:YOU GET A SUPER BONUS OF 388
520 POINTS"
530 SC=SC+388:RETURN
540 PRINT:HELLO-BONFEP
550 PRINT:BOMB THE CITY SO THAT IT IS
560 THEN POSSIBLE TO LAND THE HELICOPTER."
570 PRINT:DO THIS BEFORE YOU CRASH IN
580 THE CITY"
590 PRINT:PRESS SPACE TO BOMB"
600 PRINT:PRESS ANY KEY
610 IFPEEK(283)=64:THEN52F
620 PRINT:RETURN
630 S=INT(RND(G)*F):RETURN

```

PLATFORM WILLY



BY JOHN SMITH

MINER WILLY is back and better than ever.

Willy is still stuck down the mine but there has been a power failure and the whole mine is in darkness.

Luckily for Willy, he has found the reserve engine and managed to start it up. But now he must clamber across the platforms and through the shafts to replace all the blown light bulbs.

This is no easy task when you are faced with broken, dangerous ladders and huge gaping holes between the platforms and the mine shafts.

The Q and W keys move Willy left and right. The P and L keys are used to make him climb up and down the ladders. To make Willy jump just press the Caps Shift and either the Q or W key.

```

1000 GO SUB B800
1010 RANDOMIZE GO SUB B800
1020 GO SUB B900 GO SUB B500 G
1030 IF a$=a+1,b+1)=" THEN RET
UPN
20 PRINT INK 2,AT a-2,b,"K" L
30 a$=(a-2,b+1)="K"
40 LET sc=sc+10 LET l=l+1 IF
l=55 THEN GO TO 5000
40 BEEP .0005,60 RETURN
50 LET x$="B" LET y$="A"
55 LET a=20 LET b=22 LET qw=
0
60 PRINT AT 1,14:" "
70 FOR f=1 TO 1: PRINT INK 5,
AT 1 10+f,"A". NEXT f
80 GO SUB 3005
100 PRINT AT a,b a$(a,b+1),AT a
-1,b,a$(a-1,b+1)
110 IF a$(a,b+1)=H AND INKEY$
="d" THEN LET a=a+1
120 IF INKEY$="p" THEN LET b=b+
1
125 IF INKEY$="q" THEN LET b=b-
1
130 PRINT INK 5,AT a,b,x$, INK
5,AT a-1,b,y$,AT c-1,d,"L"
140 IF a$(a+1,b+1)=d OR a$(a+
1,b+1)=k THEN GO TO 2000
150 IF a$(a-2,b+1)=H AND a$(a
-2,b+1)=H THEN GO SUB 20
160 IF INKEY$="p" OR INKEY$="o"
THEN GO SUB 1000
170 LET t=t+1 PRINT INK 5,AT
1,10,t
180 IF t<=0 THEN GO TO 2000
190 PRINT AT a,b,a$(a,b+1),AT a
-1,b,a$(a-1,b+1), INK 5, PAPER 1
200 IF a$(a+1,b+1)=H AND INKE
Y$="a" THEN LET a=a+1
210 IF INKEY$="p" THEN LET b=b+
1
220 IF INKEY$="q" THEN LET b=b-
1
230 PRINT INK 5,AT a,b,x$ INK
5,AT a-1,b,y$,AT c-1,d,"L"
240 IF a$(a+1,b+1)=d OR a$(a+
1,b+1)=k THEN GO TO 2000
250 IF a$(a-2,b+1)=H AND a$(a
-2,b+1)=H THEN GO SUB 20
260 IF INKEY$="p" OR INKEY$="o"
THEN GO SUB 1000
270 IF a=c AND b=d THEN GO SUB
3000
280 IF t=10 THEN PRINT AT 1,0,
999 GO TO 100
3000 IF b=30 OR b=1 THEN RETURN
310 IF INKEY$="o" THEN GO TO 11
00
320 PRINT AT a,b,a$(a,b+1),AT a
-1,b,a$(a-1,b+1) LET a=a-1 LET
b=b+1 BEEP .0005,40

```

```

1030 PRINT INK 5,AT a,b,"E", INK
5,AT a-1,b,"D". BEEP .0005,40
1040 PRINT AT a,b,a$(a,b+1),AT a
-1,b,a$(a-1,b+1) LET a=a+1 LET
b=b+1 BEEP .0005,44
1050 RETURN
1100 PRINT AT a,b,a$(a,b+1),AT a
-1,b,a$(a-1,b+1) LET a=a-1 LET
b=b-1 BEEP .0005,40
1110 PRINT INK 5,AT a,b,"B", INK
5,AT a-1,b,"A" BEEP .0005,42
1120 PRINT AT a,b,a$(a,b+1),AT a
-1,b,a$(a-1,b+1) LET a=a+1 LET
b=b-1 BEEP .0005,44
1130 RETURN
2000 BORDER 7 PRINT AT a,b,a$(a
,b+1),AT a-1,b,a$(a-1,b+1) BORD
ER 0 FOR f=2 TO 21 PRINT OVER
1 INK 7,AT f,b,x$,AT f-1,b,y$
BEEP .005 60-f PRINT OVER 1,AT
f,b,x$,AT f-1,b,y$ NEXT f
2010 LET t=t-1 IF t<=-1 THEN
GO TO 4000
2020 GO TO 50
2030 LET c=sc+20
3005 PRINT AT c,d,a$(c,d+1),AT c
-1,d,a$(c-1,d+1), INK 5,AT a,b,x
$, INK 5,AT a-1,b,y$ LET t=t+
1
3007 FOR i=40 TO 60 STEP .5
3010 LET c=3*INT (RND*17) LET d
=1+INT (RND*29) IF a$(c+2,d+1)=
"o" THEN GO TO 3030
3020 BEEP .0005,f NEXT f GO TO
3000
3030 PRINT INK 4 AT :d,"J" INK
5,AT c-1,d,"I" BEEP .35,30
3040 GO TO 1000
3050 IF s=-1 GO A M E C U S P
3060 FOR f=1 TO 30 NEXT f
3070 FOR f=1 TO 20 FOR g=1 TO 2
3080 PRINT INK 5,AT 3 6+f x$(f) B
EEP .0005,9+30 NEXT g NEXT f
3090 FOR f=1 TO 500 NEXT f
4030 IF sc>h THEN LET h=sc
4040 FOR f=1 TO 300 NEXT f CLS
PRINT INK 7, PAPER 1,AT 10,7,
"ANY KEY TO BEGIN"
4050 IF INKEY$="x" THEN GO TO 15
4060 GO TO 4050
5000 FOR f=2 TO 18 STEP 2 FOR g
=2 TO 31 IF a$(f,g)="k" THEN LET
t=sc+c+10 PRINT INK 7, PAPER 1,
AT f 9-1,"k", INK 5, PAPER 1,AT
1,1,sc BEEP .0005,68 BEEP .00
35,60
5010 BEEP .0005,60 BEEP .0005,4
0 NEXT g NEXT f LET t=0
5020 FOR f=69 TO 25 STEP -.5 BE
EP .0005,f NEXT f
5025 IF w=9 THEN LET t=t+1 F
OR p=1 TO 5 BEEP .35,55 NEXT f
5030 LET t=t-10 LET w=w+1 IF
t=50 THEN LET t=50
5035 GO SUB B600 GO TO 50

```


[illegible]

```
1540 PRINT#2
1550 J2=INT/LA 2
1560 FORI=ITOLA-1 PRINT#2 NEATS PRINT#2
```

[illegible][illegible]


```

2340 POKEVC+39,5 POKEVC+46,8 POKEVC+41,5
POKEVC+42,2 FORI=BT047 NEXTJ
2350 POKEVC+39,2 POKEVC+49,6 POKEVC+41,8
POKEVC+42,5 FORI=BT047 NEXTJ
2360 POKEVC+39,5 POKEVC+48,2 POKEVC+41,6
POKEVC+42,8 FORI=BT047 NEXTJ NEXTJ
2390 CLR RESTORE GOT048
2500 DATA 252,0,0,252,0,0,252,0,0,252,0
0,252,0,0,252,0,0,252,0,0,252,0
2510 DATA 252,0,0,252,0,0,252,0,0,252,0
0,252,0,0,252,0,0,252,0,0,252,0
2520 DATA 255,255,192,255,255,192,255,255,192,255,255
192,255,255,192,255,255,192
2530 DATA 252,15,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2540 DATA 252,15,152,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2550 DATA 252,15,192,252,15,192,252,15,192,255,31,1
92,255,255,192,255,255,192,255,255,192
2560 DATA 255,255,192,127,255,129,63,255
8
2570 DATA 255,254,0,255,255,0,255,255,12
8,255,255,192,255,255,192,255,255,192
2580 DATA 252,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192
2590 DATA 255,15,192,252,15,192,252,15,1
92,252,31,192,255,255,192
2600 DATA 255,255,192,255,255,192,255,255,25
5,128,255,255,0,255,254,0
2610 DATA 31,254,0,63,255,0,127,255,128,
255,255,192,255,255,192,255,255,192
2620 DATA 254,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2630 DATA 252,15,192,252,15,192,254,31,1
92,255,255,192,255,255,192,255,255,192
2640 DATA 127,255,129,63,255,0,31,254,0
3000 REM ***MUSIC***
3010 H1=54273 L1=54272 A1=54277 W1=54276
H2=54290 L2=54279 A2=54284
3011 W2=54283 HN=280 ON=148 HQ=420 WN=56
0 T1=17 T2=17
3015 POKE54296,15 POKEA1,23 POKEA2,15
3020 POKEH1,17 POKEH1,37 POKEH2,4 POKEH2
7,3 POKEH1,17 POKEH2,7
3030 FOR I=BT00N NEXT POKEH1,0 FORI=BT00
N NEXT
3040 POKEH1,21 POKEH1,154 POKEH1,71 FORI
=BT00N NEXT POKEH1,0
3050 POKEH1,71 FORI=BT00N NEXT
3060 POKEH1,71 FORI=BT00N NEXT POKEH1,0
POKEH2,0
3070 POKEH1,25 POKEH1,177 POKEH2,6 POKEH
1,188 POKEH1,71 POKEH2,72
3080 FORI=BT00N NEXT POKEH1,0 POKEH2,0
3090 POKEH2,4 POKEH2,73 POKEH1,71 POKEH2
72 FORI=BT00N NEXT POKEH1,0
3100 FORI=BT00N NEXT
3110 POKEH1,34 POKEH1,75 POKEH1,71 FORI=
BT00N NEXT POKEH1,0
3120 POKEH1,71 FORI=BT00N NEXT
3130 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3140 POKEH1,43 POKEH1,52 POKEH1,71 FORI=
BT00N NEXT POKEH1,0
3150 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3160 FORI=BT00N NEXT
3170 POKEH1,34 POKEH1,75 POKEH1,71 FORI=
BT00N NEXT POKEH1,0
3180 POKEH1,71 FORI=BT00N NEXT
3190 POKEH1,71 FORI=BT00N NEXT POKEH1,0
POKEH2,0
3200 POKEH1,25 POKEH1,177 POKEH2,6 POKEH
1,188 POKEH1,71 POKEH2,72
3210 FORI=BT00N NEXT POKEH1,0 POKEH2,0
3220 POKEH2,4 POKEH2,73 POKEH1,71 POKEH2
72 FORI=BT00N NEXT POKEH1,0
3230 FORI=BT00N NEXT
3240 POKEH1,21 POKEH1,154 POKEH1,71 FORI
=BT00N NEXT POKEH1,0
3250 POKEH1,71 FORI=BT00N NEXT
3260 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3270 POKEH1,43 POKEH1,52 POKEH1,71 FORI=
BT00N NEXT POKEH1,0
3280 POKEH1,40 POKEH1,188 POKEH1,71 FORI
=BT00N NEXT POKEH1,0 POKEH2,0
3290 POKEH1,38 POKEH1,125 POKEH2,6 POKEH
1,188 POKEH1,71 POKEH2,72
3300 FORI=BT00N NEXT POKEH1,0
3310 FORI=BT00N NEXT
3320 POKEH1,32 POKEH1,94 POKEH1,71 FORI=
BT00N NEXT POKEH1,0
3330 POKEH1,71 FORI=BT00N NEXT
3340 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3350 POKEH1,25 POKEH1,177 POKEH1,71 FORI
=BT00N NEXT POKEH1,0
3360 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3370 FORI=BT00N NEXT
3380 POKEH1,22 POKEH1,227 POKEH1,71 FORI
=BT00N NEXT POKEH1,0
3390 POKEH1,71 FORI=BT00N NEXT
3395 POKEH1,71 FORI=BT00N NEXT POKEH1,0
3400 POKEH1,38 POKEH1,125 POKEH1,71 FORI
=BT00N NEXT POKEH1,0
3410 POKEH1,43 POKEH1,52 POKEH1,71 FORI=
BT00N NEXT POKEH1,0 POKEH2,0
3420 POKEH1,94 POKEH1,75 POKEH2,4 POKEH2
7,3 POKEH1,71 POKEH2,72
3430 FORI=BT00N NEXT POKEH1,0
3440 POKEH1,71 FORI=BT00N NEXT POKEH1,0
POKEH2,0
3450 POKEH2,5 POKEH2,185 POKEH1,71 POKEH
2,72 FORI=BT00N NEXT POKEH1,0
3460 POKEH1,71 FORI=BT00N NEXT POKEH1,0
POKEH2,0
3470 POKEH2,4 POKEH2,73 POKEH1,71 POKEH2
72 FORI=BT00N NEXT
3480 POKEH1,71 FORI=BT00N NEXT POKEH1,0
POKEH2,0
3490 POKEH1,0 POKEH2,0
3500 RETURN

```

ROX 20

The scientists thought it would be just a routine mission.

They had landed on Selob 4 in search of the precious Zelonite ore which contains vital metals necessary to keep the nuclear reactors on their home planet working and the population alive and well.

But they had only just begun to set up their equipment when the ship's early warning system began a red alert. As they ran back to the ship, the sky already showed the first signs of the impending disaster—shooting stars.

The planet's orbit had taken it directly into the path of the huge Orion asteroid belt, the largest in the known universe.

Any attempt to launch the craft and try to escape the planet would result in certain destruction.

Are you ready to take the hot seat in what seems an impossible situation?

SUPER
LANDING
BUCK!

[illegible]

```

00 DATA 255,239,255,135,247,159,207,231,2
01 249,249,1,7,4,14,31
02 DATA 54,42,34,34,34,0,0,0,0,0,0,0,0,0,0,0,0
03 0,0,0,0
04 DATA 0,16,16,28,2,3,38,0,0,0,0,0,0,0,0,0,0
05 0,0,0,0,0,0
06 DATA 0,0,0,0,254,254,158,158,158,158,1
07 158,158,158,158,254,254
08 DATA 0,0,0,0,58,120,145,216,24,24,24,2
09 24,24,254,254
10 DATA 0,0,0,0,254,254,196,6,6,254,254,1
11 192,192,192,254,254
12 DATA 0,0,0,0,254,254,6,6,6,36,36,6,6,6
13 54,254
14 DATA 0,0,0,0,192,192,192,192,192,192,216,2
15 254,254,24,24,24
16 DATA 0,0,0,0,254,254,192,192,192,192,254,2
17 54,6,6,196,254,254

```

PART 2

[illegible]

```

100 F1R1=0T0ZK IFG.1 =7724THENJ1:=INT R
101 N=1 NEXT
102 FORI=0T0ZK F1:=5(I+J.1)
103 P=PEEK(F1)+22 30 F1EF:=-22+1 30
104 P=PEEK(F1)+22 30 P=PEEK:=-22+1 7 P=PEEK
105 N:=P=KEE I1-1 28
106 N1:=5 I1+22 NEXT
107 REM JOYSTICK
108 A=PEEK(F1) P=PEEK(127) B=PEEK(P) POK
109 255 IFN1=BTEN200
110 IF (AAND4)=0AND 24+128 =0THENMD=-21
111 N=35 60T0270
112 IF (AAND4)=0AND 1+16 =0THENMD=-23 N
113 MA=34 60T0270
114 IF AAND4 =0THENMD=-22 N=1 MA=31 60T0
115
116 IF (BAND128)=0THENMD=-1 N=2 MA=32 60T
117
118 IF (AAND16)=0THENMD=-1 N=2 MA=33 60T0
119
120 N=0 60T0200
121 ONN50T0900,900
122 IFN:0THEN505UPE1000
123 IFAND32 =0THENB=0 N=1+M2 30 POK
124 0
125 F1P1=0T0ZK IFPEEK F: +22=-29THEN110
126
127 IFPEEK(F.1)+22=420PEEK(F.1)+22=43
128 EN1200
129 IFPEEK(F.1)+23=420PEEK(F.1)+23=43
130 EN1200
131 NEXT
132 IFPEEK M1+MD+MD =27OFFZE(M1+M2+MD
133 EN1200
134 IFM1+7723=0M4=0 F1KEW=M2 30
135 IFM1+7724=0M4=0M2+75460PM1+M2+796
136 ENM=0 POKEM1+M2 30
137 IF30F1THEN3F=3F+800 I=D-15 IFI=0THE
138 60T0170

```



FIRE
ROCKETS

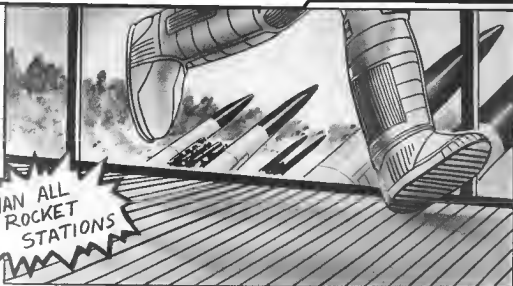
```

100 10=90720 V=36578 S4=V-1 S2=-,3 S0=0 D
101 10=ET3F1 G PH=3P1F1 PB=174F2 PB=371F
102 10=LEV,15 N=0
103 10=PEEK S29 +256+PEEK 8281
104 10=POPM 81,588 POKE7688PH,58 NEXT
105 10=J,PH=79980708597 POKEN+CC,6 POKEM 29
106 10=POKE7984+1,4 PO=79795+CC,4 POKE7976
107 10=POKE7977+1,4
108 10=POKE7984 4E POKE7955 4E POKE7976,44
109 10=999-45
110 10=POPI=80793 I=7224 NEXT
111 10=PRINTLN 5,PRINT ***** I PRINT
112 *****
113 PRINT 6,"TAB 3 " TAB,15 "I"
114 JFD=POBTHEN888

```



PANIC



MAN ALL
ROCKET
STATIONS

```

1118 N1=7922 M2=40
1120 P1=EM1+M2+CC 7 P1=EM1+M2,MA
1122 POKES4,238 GOTO298
1124 M1=7944 IFMA=31THENM2=12 GOTO988
1126 M2=9
1128 POKEM1+M2+1 7 P1=EM1+M2,NA POKES4,2
1130 GOTO298
1132 POKEM1+M2 30 M1=M1+M2 POKEM1+M2+CC,
1134 POKEM1+M2 NA RETURN
1136 FOP1=8TO2X
1138 IFPEEK(F1)+22 =29THENPOKEF(1)+CC,1
1140 IFPEEK(F1)+CC,1 POKEF(1) 38 POKEF(1)+1,
1142 POKES4 208 FOPU=1TO28 NEXT POKES4 8
1144 POKEF(1) 38 POKEF(1)+1 38 NEXTI
1146 IFPEEK(F1)+22 =29THENENG(1)=7724 D=D
1148 IFPEEK(F1)+22 =29THENENG(1)=7724 D=D
1150 IFPEEK(F1)+22 =29THENENG(2)=7724 D=D
1152 IFPEEK(F1)+22 =29THENENG(3)=7724 D=D
1154 IFPEEK(F1)+22 =29THENENG(3)=7724 D=D
1156 IFPEEK(F1)+22 =29THENENG(3)=7724 D=D
1158 GOTO148
1160 FOP1=8TO2X POKEF(1) 38 POKEF(1)+1,3
1162 NEXT
1164 POKET954+1,1 POKET955+CC,1 POKET95
1166 POKET95F 38
1168 POKET956+1,1 POKET957+CC,1 POKET957
1170 POKET957 38
1172 POKES4,158 FOPU=1T 48 NEXTO FOKES4,
1174 GOTO5088
1176 N=8 U=M1+M2+M2 POKEM1+M2 38
1178 FOP1=8TO2X IFCC =0THEN1538
1180 IFCC(1)+1=0THEN1538
1182 NEXT
1184 POKEF(1)+CC 1 POKEF(1)+1+CC,1 POKEF
1186 38 POKEF(1)+1 37
1188 POKES4 148 POKES2,178 FOPU=1TO28 NE
1190 POKES4 8 POKES2,8
1192 POKEF(1) 38 POKEF(1)+1 38
1194 FOPU=8TO2X F1=8 +1THENENG(1)=7724
1196 FOPU=1T FOPU=1 +1THENENG(1)=7724

```

```

1164 IFU=F(2)OPU=F(2)+1THENENG(2)=7724
1166 IFU=F(3)OPU=F(3)+1THENENG(3)=7724
1168 IFZX=1THENSC=SC+10
1170 IFZX=2THENSC=SC+25
1172 IFZX=3THENSC=SC+58
1174 G=GD+1 IFGD=10THENGD=8 GOTO1638
1176 U=8 GOTO148
1178 FOP1=8TO2X POKEF(1) 38 POKEF(1)+1,3
1180 NEXT
1182 I=ZX+1 IFZX=3THENZX=1
1184 GOTO135
1186 PRINT
1188 IFSC=31THENHI=SC POKES28,INT(SC/256)
1190 POKES29,SC+256*INT(SC/256)
1192 FOPU=1T FOPU=1 FOPU=1 FOPU=1 FOPU=1
1194 AND254 POKES6869,248 GOTO18

```



MISSION
ACCOMPLISHED

MOTOR RACER

RUNS ON TI-99/4A IN 16K

BY MICHAEL HAWKINS

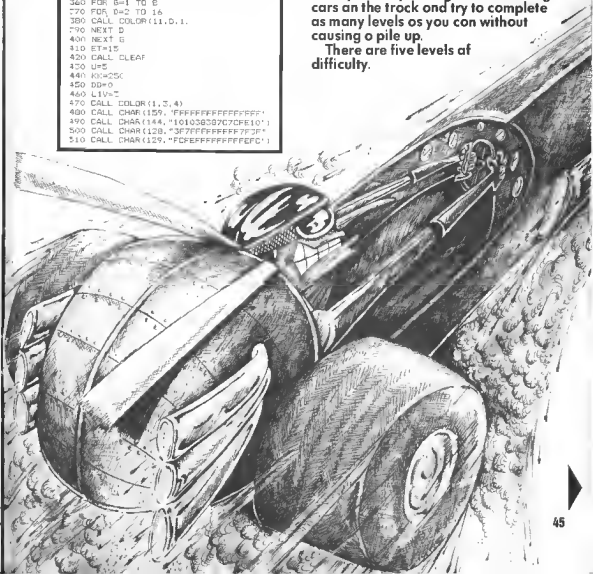
```
151 CALL CLEAR
160 CALL CHAR(155,"TD4Z99A1A199423C")
170 CALL CHAR(112,"FFFFFFFFFFFFFFF")
180 CALL CHAR(113,"FF7F3F1F0F070301")
190 CALL CHAR(114,"80C6E9F0F8F0FEFF")
200 CALL CHAR(115,"FFFEFCF8F0E0C0B0")
210 CALL CHAR(116,"0107070F1F3F7FF")
220 PRINT "      tor tor tor por"
240 PRINT "      o o o o o o o o"
250 PRINT "      oos o o ppp o p"
260 PRINT "      oor o o o o o o"
270 PRINT "      oqp oos o o oos"
280 PRINT "
290 PRINT "      tor tor tor tor tor
300 PRINT "      o o o o o o o o"
310 PRINT "      oos oop o o pps"
320 PRINT "      oor o o p o oor"
330 PRINT "      oqp o o oos oos ppp"
340 PRINT "      $ NARI PARRETT"
360 FOR B=1 TO 8
370 FOR D=2 TO 16
380 CALL COLOR(1,D,1)
390 NEXT D
400 NEXT B
410 ET=15
420 CALL CLEAR
430 U=5
440 KK=250
450 DD=0
460 LIV=2
470 CALL COLOR(1,3,4)
480 CALL CHAR(159,"FFFFFFFFFFFFFFF")
490 CALL CHAR(144,"101038387C7CFE10")
500 CALL CHAR(128,"3F7FFFFFFFFF7F3F")
510 CALL CHAR(129,"FCFEFFFFFFFFFCFC")
```

You may not be able to pass your driving test after 20 sessions with this Texas game, but it's worth typing it in just for the brilliant graphics.

The race is run over a twisting road through the heart of the countryside. The scenery of trees and farmhouses is scrolled up from the bottom of the screen towards your car.

Using the S and D keys, you have to steer your way through the oncoming cars on the track and try to complete as many levels as you can without causing a pile up.

There are five levels of difficulty.



MOTOR RACER

```

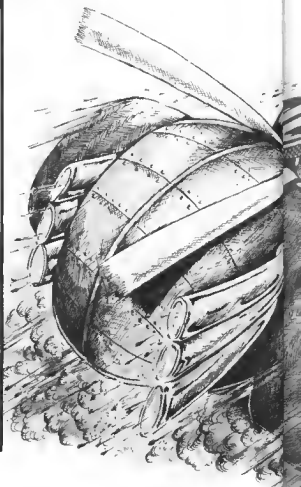
520 CALL CHAR(120,"8DFF8024248DFF99")
530 CALL CHAR(121,"8D878043737376722")
540 CALL CHAR(126,"027E3F7F7F7E1E03")
550 CALL CHAR(40,"8DFF8024248DFF99")
560 CALL CHAR(41,"476767373767372")
570 REM *****
580 CALL CHAR(112,"24247E7EFFFF")
590 CALL CHAR(104,"53163171631627")
600 CALL CHAR(96,"FF8D8DFFFFFFFFFF")
610 X1=16
620 CALL COLOR(2,7,15)
630 CALL COLOR(10,11,7)
640 CALL COLOR(11,15,15)
650 CALL COLOR(12,5,15)
660 CALL COLOR(13,11,4)
670 CALL COLOR(14,2,15)
680 CALL COLOR(15,13,4)
690 CALL COLOR(16,15,16)
700 FOR D=0 TO 5
710 CALL COLOR(D,16,27)
720 NEXT D
730 CALL CLEAR
740 Y=16
750 X=16
760 FOR D=14 TO 16
770 CALL VCHAR(1,D,157,24)
780 NEXT D
790 CALL VCHAR(1,15,128,23)
800 CALL VCHAR(1,19,127,23)
810 CALL VCHAR(1,1,21,24)
820 CALL VCHAR(1,2,31,24)
830 CALL VCHAR(1,31,21,24)
840 CALL VCHAR(3,32,31,24)
850 RESTORE
860 READ T
870 READ K
880 IF T=0 THEN 920
890 CALL HCHAR(15,T,K)
900 GOTO 980
910 DATA 14,83,15,84,16,65,17,82,18,84,0,0
920 A=14
930 RANDOMIZE
940 IF INT(RND*2)+1=2 THEN 950 ELSE 980
950 A=A+1
960 IF A>22 THEN 1580
970 GOTO 1090
980 A=A-1
990 IF A<4 THEN 1600
1000 CALL HCHAR(24,A,159,U)
1010 CALL HCHAR(24,A-1,128)
1020 CALL HCHAR(24,A+U,129)
1030 PRINT
1040 Q=INT(RND*6)+1
1050 IF Q=3 THEN 1200 ELSE 1060
1060 IF Q=5 THEN 1260 ELSE 1070
1070 IF Q=2 THEN 1080 ELSE 1360
1080 IF INT(RND*2)+1=2 THEN 1090 ELSE 1360
1090 Q=Q+INT(RND*4)
1100 CALL HCHAR(22,56,136)
1110 GOTO 1260
1120 CALL COLOR(12,5,2)
1130 CALL HCHAR(Y,X,120)
1140 CALL HCHAR(Y-1,X,159)
1150 CALL HCHAR(Y,X,136)
1160 CALL COLOR(12,5,ET)
1170 IF INT(RND*2)+1=2 THEN 1200
1180 X=X-2
1190 GOTO 1210
1200 X=X+2
1210 IF INT(RND*2)+1=2 THEN 1240
1220 Y=Y+1
1230 GOTO 1240
1240 CALL SOUND(-500,1000,5,-5,9)
1250 GOTO 1500
1260 EE=INT(RND*27)+1

```

```

1270 IF (EE*A-1)*(EE*A+6) THEN 1260
1280 CALL HCHAR(23,EE,144)
1290 GOTO 1360
1300 T=INT(RND*5)
1310 CALL HCHAR(22,A+T,40)
1320 CALL HCHAR(23,A+T,112)
1330 RANDOMIZE
1340 S=INT(RND*500)+110
1350 CALL SOUND(1-900,S,0,S+10,0,KK,30,-4,0)
1360 IF INT(RND*4)+1=2 THEN 1370 ELSE 1380
1370 REM CAR NOISES
1380 CALL SOUND(1-1000,KK,30,KK,30,KK,30,-4,0)
1390 CALL JOYST(1,XX,YY)
1400 SC=SC+1
1410 FF=FF+1
1420 DD=DD+1
1430 IF DD=1 THEN 1440 ELSE 1470
1440 KK=INT((RND*5)+5)*100
1450 DD=0
1460 CALL SOUND(-10,-6,0)
1470 IF FF<9 THEN 2050
1480 IF SC=10 THEN 2160
1490 X=X+XX/4
1500 CALL GCHAR(Y,X,C)
1510 IF C=112 THEN 1540

```



```

1570 IF C=136 THEN 1120
1570 IF C=159 THEN 1600
1580 CALL HCHAR(Y,X,120)
1590 CALL HCHAR(Y-1,X,159)
1600 X=X+1
1610 GOTO 920
1620 A=A-2
1630 GOTO 1000
1640 A=A+2
1650 GOTO 1000
1660 REM CRASH
1670 CALL HCHAR(Y-1,X,159)
1680 CALL HCHAR(Y,X,121)
1690 CALL SOUND(200,-5,0)
1700 CALL SOUND(-1000,-7,0)
1710 PL=0+1
1720 LP=23
1730 FL=A
1740 LP=23
1750 FOR DF=24 TO (Y+1)STEP -1
1760 CALL COLOR(9,B,16)
1770 CALL SOUND(400,477,0,479,0,483,0)
1780 CALL HCHAR(LP,PL,96)
1790 CALL HCHAR(LP,PL,159)
1800 LP=LP-1
1810 IF FL=X-1 THEN 1860
1820 IF PL=X+1 THEN 1860
1830 CALL GCHAR(LP,PL,FF)
1840 IF FF=159 THEN 1860
1850 GOTO 1910
1860 RL=PL+1
1870 YT=YT+1
1880 IF YT=9 THEN 1900
1890 GOTO 1810
1900 PL=PL-1
1910 YT=YT+1
1920 IF YT=9 THEN 1900
1930 GOTO 1830
1940 YT=0
1950 PL=PL:
1960 CALL SOUND(400,444,0,446,0,448,0)
1970 CALL COLOR(9,B,7)
1980 NEXT DF
1990 LIV=LIV+1

```

```

1950 IF LIV=0 THEN 2020
1960 CALL SCREEN(4)
1970 FOR D=1 TO 200
1980 NEXT D
1990 CALL CLEAR
2000 X1=16
2010 GOTO 750
2020 CALL SCREEN(5)

```

```

2030 PRINT "YOU MANAGED"
2040 INT(SC)/"MILES":
2050 GOTO 2040
2060 REM MULTIPLE SOUNDS
2070 CALL HCHAR(Y-1,X,159)
2080 FF=0
2090 Y=Y+1

```

```

2090 IF Y>21 THEN 2100 ELSE 2150
2100 Y=21
2110 RF=0
2120 U=U+1
2130 IF U<2 THEN 2140 ELSE 2150
2140 U=2

```

```

2150 GOTO 1390
2160 FOR D=1 TO 14
2170 CALL SOUND(10,110,0,0)
2180 NEXT D
2190 CALL COLOR(1,2,2)
2200 CALL COLOR(2,7,2)

```

```

2210 CALL COLOR(11,11,2)
2220 CALL COLOR(12,5,2)
2230 CALL COLOR(13,11,2)
2240 CALL COLOR(14,15,2)
2250 CALL COLOR(15,15,2)
2260 CALL COLOR(16,2,2)
2270 CALL CHAR(128,"000000001")
2280 CALL CHAR(129,"000000001")
2290 U=4
2300 ET=2
2310 GOTO 1540

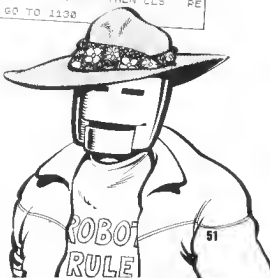
```

SKI-ING

Look, I know the sun is shining and you're sitting with an ice lolly in your hand reading this. But, before you know it, the snow will be falling and you'll be wishing that you had taken this opportunity to get in a bit of winter sports practice!

You control a skier on a slalom course. Your object is to hit the marker flags and avoid the trees. Your skier moves constantly left and right at a speed determined at the beginning of the game. So you use keys '7' (up) and '6' (down) to control him. At the end of each run, the computer will tell you just how fast you were going. There are three skill levels to try. Three is the fastest.

[illegible]

[illegible]

WIN!

A SUPER MICROVITEC CUB COLOUR MONITOR



C&VG BOOK OF GAMES CAPTION COMPETITION

My caption is

Name

Address



What do you do when you've just reached the final screen of Manic Miner and your Mum comes along demanding to use the TV to watch something really unimportant like Dallas or Coronation Street? You have to give in don't you—otherwise you won't be allowed near the TV again for weeks!

Here at C&VG we know all about these problems. And that's why we've come up with this great competition. We've got TWO very special Microvitec Cub colour monitors which work with all of the top selling computers.

You'll never have to compete for TV time again with one of these wondrous devices. You can tell how good they are by the fact that Microvitec has been chosen to supply monitors to every primary and secondary school in the country as part of the government's Micros in Schools scheme. You may have already used one, in fact. We've got one in the C&VG office and swear by it for our screen shots.

So, what do you have to do to collect one of these terrific prizes? Just write us an amusing caption to the cover illustration of this book of games. Just what are the two aliens saying to each other—and what is that little robot thinking? The more original you make your punchline, the more chance you have of being one of our two winners.

So get your scriptwriter's hat on and dream up a funny line or three. Fill in the coupon—we can't accept any entries which don't come on one—and send it to Caption Contest, Computer & Video Games, Durrant House, 8 Herbal Hill, London, ECTR 5EJ.

Normal C&VG contest rules apply and the editor's decision is, as always, final. No correspondence will be entered into.

We all need a good laugh here at C&VG since the Bug Hunter lost his joke book—so make those captions really funny!